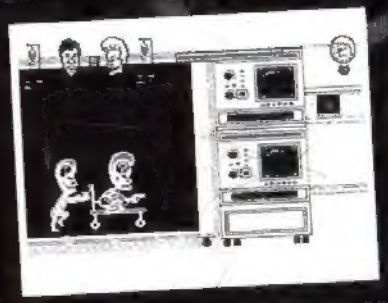
Clothesline jumping is a great sport. It has the thrill of victory and the agony of, uh, falling.

The crowd is into our animal magnetism. That's why we preserve it by not showering.



At the hospital, they said we were freak specimens. We said, "Thanks, dudes."

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MTV MUSIC TELEVISION™

MTV's BEAVIS AND BUTT-HEAD™

# INSTRUCTION MANUAL

VIACOM NEWMEDIA™

SUPER NINTENDO ENTERTAINMENT SYSTEM

Beavis and Butt-head are not role models. They're not even human. They're cartoons. Some of the things they do would cause a real person to get hurt, expelled, arrested or possibly deported. In other words, don't try this at home.

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Character commentary: Chris Marcil and Sam Johnson.
Layout: Beeline Group.
GWAR™ appears courtesy of Metal Blade Records. "Jack the World" used with permission of BMG Music.

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# MTV's BEAVIS AND BUTT-HEAD™

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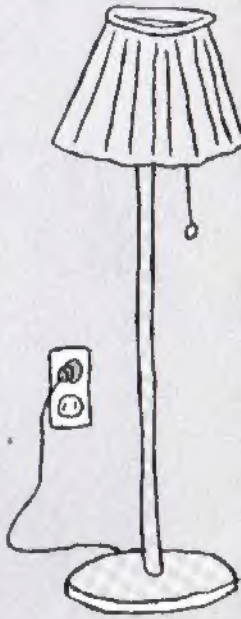


# MTV's BEAVIS AND BUTT-HEAD

## Every picture tells no tales, or something.

Coolness should be like money. Like, you should be able to walk into any store and buy like nachos or a frog or a car, and when the guy says, "How would you like to pay for that?" you could say, "I'm using my coolness."

Except that Beavis has only enough coolness to buy like lint, huh huh huh huh.

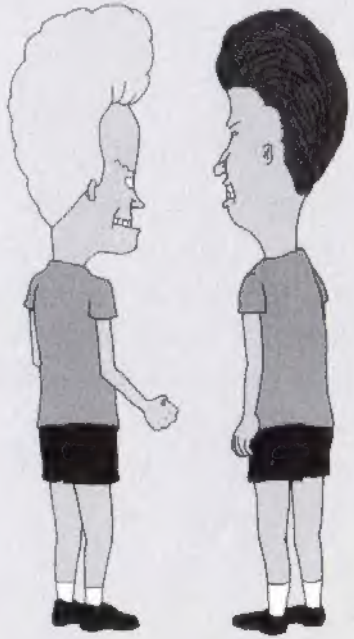
Shut up, Butt-head! We don't have enough coolness to get into the GWAR concert, either.

Yes we do, moron. If we go around taking pictures of ourselves doing cool stuff, I bet they'll let us in for free.

But what if what we think is cool isn't what GWAR thinks is cool?

Are you stupid or something, Beavis? If we think GWAR is cool, then like GWAR thinks we're cool. It's like what goes up comes around, or something.

Oh yeah. We better get a camera then.



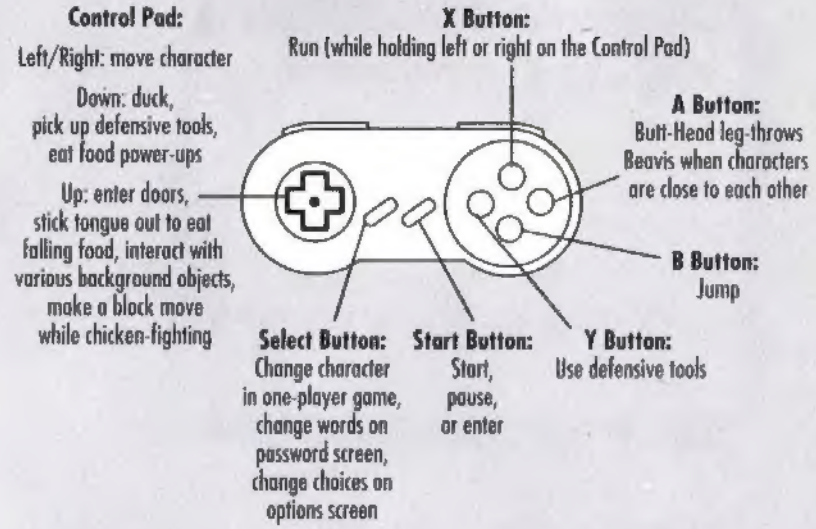
# Getting Started

Insert the Beavis and Butt-head Game Pak into your Super NES®. Plug in one Controller for one player or two Controllers for two players. Turn on the power and the title screen will appear. Press the Start Button to begin the game.

# Something Cool

While you're on the title screen, you can make Beavis and Butt-head laugh. Press up, down, left or right on the Control Pad to make Beavis laugh. Press the A, B, X or Y Button to make Butt-head laugh.

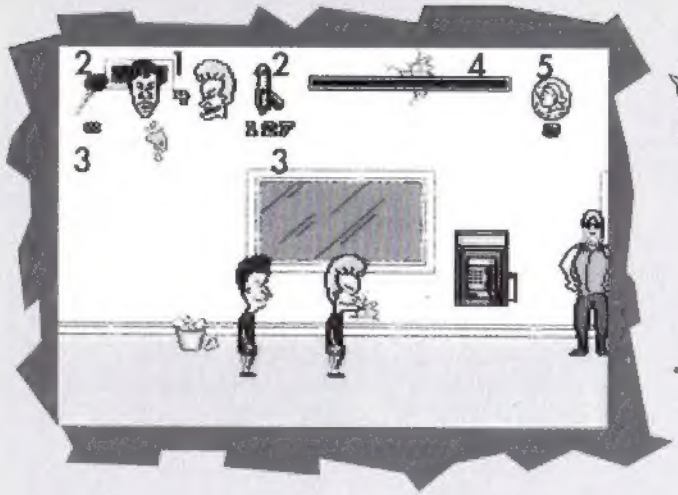
# Controls




**One-Player Game:**
Press the Select Button to switch between Beavis and Butt-head at any time.

**Two-Player Game:**
The player using Controller One will control Butt-head and the player using Controller Two will control Beavis. When in the chicken fight, gurney and shopping cart sub-levels, Controller One (Butt-head) controls the character's forward movement, and Controller Two (Beavis) activates the defensive tool.

# Screen Layout




1. **Life Count** (number of lives left)
2. **Defensive Tool** (type of defensive tool each character has)
3. **Ammunition** (number of shots left)
4. **Attention Span** (green represents the attention span remaining for both characters)
5. **Coin Count** (number of coins in Beavis & Butt-head's pockets. Use coins to buy food at vending machines and to play certain arcade games)



# Options & Password

After pressing the Start Button at the title screen, choose OPTIONS or PASSWORD and press the Start Button again.

**Options** (press left or right on the Control Pad to change)

**Music On/Off**: that's easy to figure out.

**Stereo On/Off**: switches between stereo & mono.

**Wimp/Cool/Dude**: changes game difficulty.

**Start:** return to T.V. screen.

**Password**

To enter a password, use the Control Pad to move the brackets to each word and press the Select Button to cycle through the various choices. Press the Start Button after correctly entering the entire password.

You will get a password each time you complete a channel.

## Channel Surfing

Beavis and Butt-head can channel surf through different areas of their neighborhood to find some good photo opportunities. Remember, the boys must make it all the way through a channel before they can get a photo of themselves doing something cool.

The four channels they have to choose from are:

**Highland High School**
**Streets of Highland**
**Highland Hospital**
**Turbo Mall 2000**

Beavis and Butt-head can go through channels in any order, but they must all be completed before they can bring their photos to the GWAR concert to try to get in.

## Taking a Picture

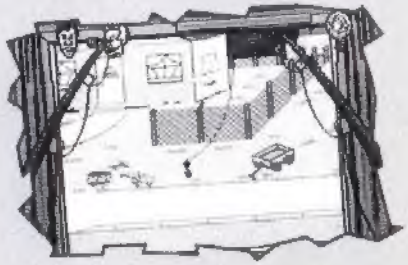
After Beavis and Butt-head make it through an entire channel, they take a picture of themselves to show GWAR how cool they are.

Press the Control Pad in different directions to change Butt-head's expression, and the A, B, X and Y Buttons to change Beavis'.

When you're done, press the Start Button to take the picture.

## Couch Fishing

After finishing a channel and taking the picture, press the Start Button to go **Couch Fishing**. Use your Control Pad to grab some free food with your fishhooks. Watch out for dogs that will snap your line, and stay away from the old lady!



# Highland High School

School may be boring, but it would be cool to get a photo of Beavis and Butt-head after they beat up the school bullies, Todd and Earl. Grab some paint-ball guns and help the boys make it past the skateboarder-infested hallways, locker-kicking Todd, and Mr. Buzzcut in the showers. Check out all the classrooms for food and defensive tools.

In the Cafeteria, you'll have a chance to grab Daria's pizza. There's a secret door somewhere to the garbage chutes beneath the cafeteria where you can scarf all the junk food you can hold! You'll need the extra energy for your final chicken-fight with Todd and Earl.

We're, like, so good at school they want us to stay an extra long time.

# Streets of Highland

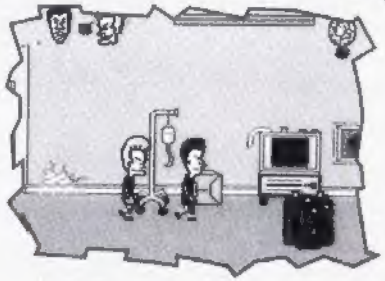
Beavis and Butt-head figure it would be really cool to cut down all of the trees on their block and get their photo. To do this, they'll have to get to Mr. Anderson's tool shed to borrow his chain saws.

The boys will have to avoid snapping rottweilers, sewer alligators, egg-bombing birds and an old lady with a fast cane and a faster shopping cart. If you can make it to the clotheslines, you can bounce through the backyards, but watch out for jumping dogs! Then prepare to battle Mr. Anderson and his high-powered leaf blower!

this is where things get run over, heh heh.

# Highland Hospital

Beavis and Butt-head end up here a lot, but this time they're here to get a photo of themselves in the nurse's dressing room. To get there, though, they'll need to avoid angry orderlies, janitors, and Todd in his wheelchair.



Rummage through the cabinets for tools to fight off hospital workers. There are a lot of vending machines here for a quick junk food rush.

Upstairs, Beavis can ride on a hospital gurney and fire his I.V. gun while Butt-head pushes. Watch out for buckets, falling lights and X-ray machines!

Everyone here is, like, sick or something.



# Turbo Mall 2000

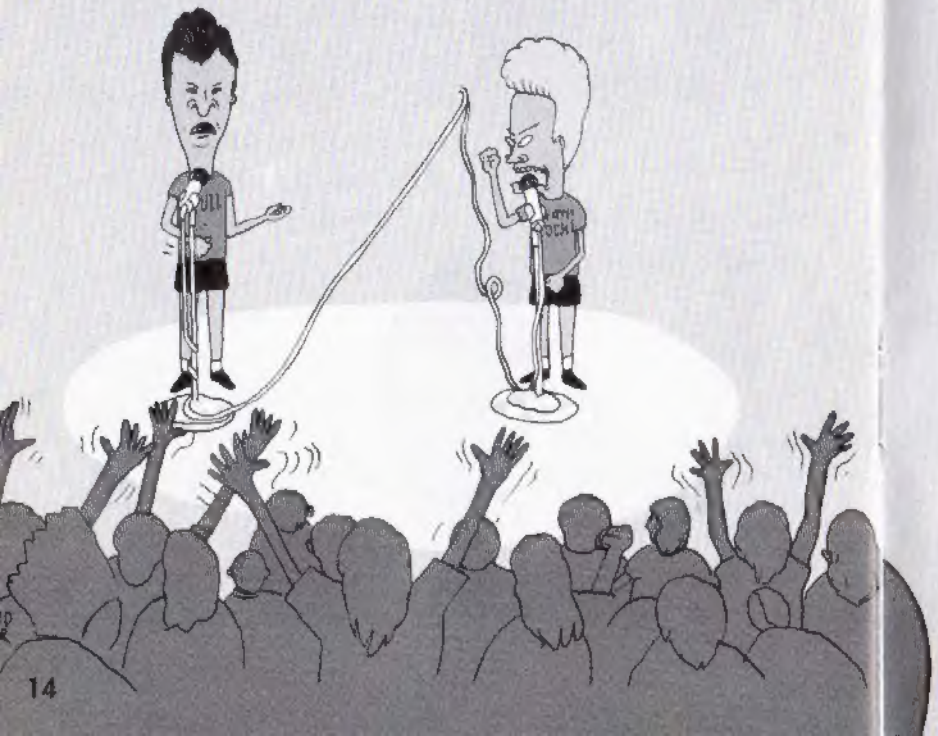
If Beavis and Butt-head can beat the sausage-swinging Billy Bob at the mall, that would make a really cool photo! Unfortunately, the mall cops don't think this is a good idea. Bikers and all sorts of animals from the pet store will make things difficult as well.

If you can find a shopping cart, Butt-head can push while Beavis rides inside and blasts bad guys with his squirt gun. Outside the toy store, Beavis and Butt-head can grab pogo sticks to make the going easier. Watch out for Todd dropping sports equipment! Check out the video games.

If you got some money, this is a cool place. If you don't, then, like, um, ask people for some.

# GWAR

Okay, so maybe the guys at the front door didn't think Beavis and Butt-head were cool enough to let them in for free. That doesn't mean that GWAR won't let them sneak in past the security staff and walk on stage to get their photo with the band. Now if only the boys can avoid getting caught by angry security guards or thrashed by band members...





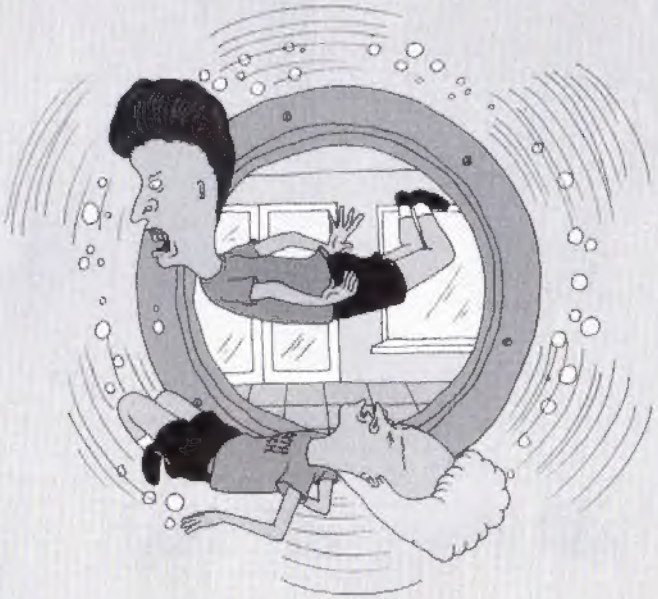
# Playing Tips

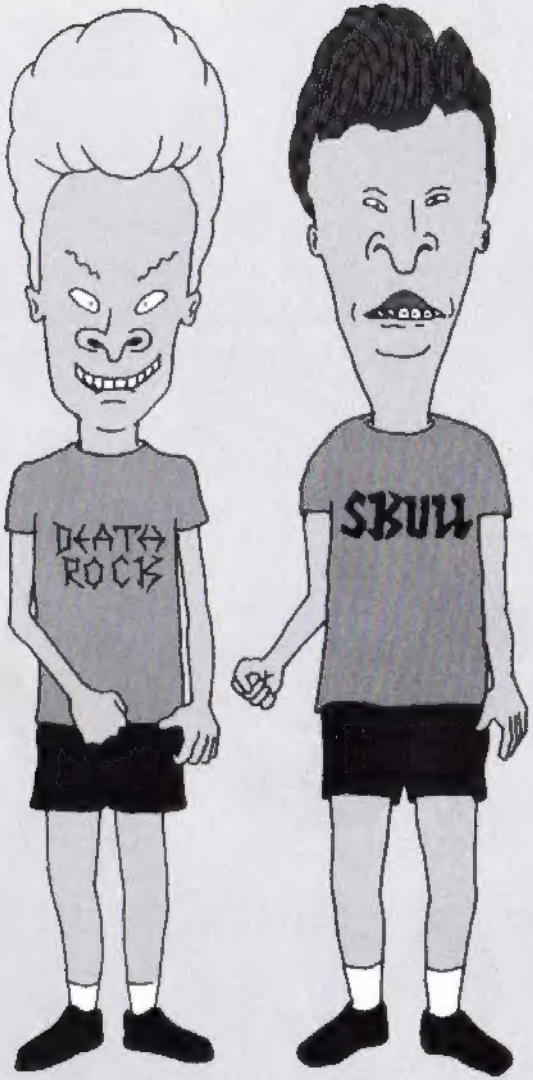
Try using the Button A leg-throwing move in a variety of areas. It may give you access to special food power-ups or help you get by tricky areas.

Take the time to interact with the different background objects. Sometimes they'll contain valuable coins or defensive tools.

Although you can initially play any level you wish (besides GWAR), first-time players may want to begin at the Streets of Highland.

Remember, don't try this stuff at home.





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Majesco Sales, Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Dept. at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (UPC code) within the 90-day warranty period to:

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   244 Fernwood Avenue
   Edison, NJ 08837

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- Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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